



TO: Team Managers, 2nd Annual Casper Cupid Coed Volleyball Tournament
FROM: Baylor Hellmuth, Recreation Supervisor
Tournament Director
SUBJECT: Tournament Information and Format

Please review the following information about the 2nd Annual Casper Cupid Coed Volleyball Tournament. Tournament schedules will be posted online at www.teamsideline.com/casperwy. If scheduled, teams should be ready to play or referee at 8:00 AM.

LOCATION:

Saturday, February 14th and Sunday, February 15th
WYO Sports Ranch, 1887 Champions Blvd. Casper, WY 82601

GENERAL TOURNAMENT INFORMATION:

***Please note* Outside food and beverages are prohibited on WYO Sports Ranch premises.**

Pool Play Begins-Saturday, February 15th, as early as 8:00 am for most pools.

Tournament resumes at 8:00 am, Sunday, February 16th.

Please be ready to play or referee at any time, schedules are on a running clock to keep everything flowing all day.

1. Saturday Pool Play – Generally, pool play will be a single round robin with all teams of each pool advancing to double-elimination bracket play scheduled for Sunday. We will attempt to create 6 team pools, but there will be smaller and larger pools depending on the size of the tournament. **Pool play schedules may vary dependent on teams and court availability. There is no guarantee for minimum number of games.**

Games in the pool play will consist of two sets to 21 points, win by 2 points, with a cap of 23 points (rally scoring) unless noted otherwise for different sized pools.

Tiebreaker policy when applicable for seeding:

- a) Winning percentage
- b) Head to Head
- c) Head to Head Differential
- d) Total Point Differential
- e) Coin Toss

2. Championship Rounds (Sunday) - The championship round will be double elimination with winner's bracket games consisting of the best 2 out of 3 sets. The first two sets to 21 points (cap 23) and set 3 will be played to 15 points, win by two points, no cap (switch at 8 points). Losers bracket play will consist of one set to 25 with no cap but must win by two points (switch at 13 points). Teams winning the loser's bracket earn the right to a 2 out of 3 set winner's bracket game. If the undefeated team loses that game, it will result in a loser's bracket game consisting of one set to 25 with no cap but must win by two points (switch at 13 points).
3. Officials - **All teams will be required to provide officials (referee), umpire, line judges, and scorekeepers per the schedule.** Score must be kept by an adult on the team in which is responsible for refereeing that game. The Casper Recreation Division will provide a whistle to each team in their team packet. Whoever is using the whistle on the team, **must blow the whistle** when starting and stopping a play every time throughout each game. Realizing that all team members are not "official referees," everyone is asked to show patience and understanding. In a manner, referees should pay close attention to the game. Cell phones should not be used and other distractions should be minimized. **If a team fails to provide officials or arrives late to their game,**

they will forfeit their next scheduled set and if after 10 minutes they are still not there, they will forfeit the game (exception: if a team is late because they are still playing a scheduled game this rule does not apply).

Officiating in bracket play - When teams are eliminated, they are typically scheduled to officiate the next game. *In some cases, winning teams are scheduled to officiate to keep the schedule fluent.* Teams leaving early and not fulfilling their officiating schedule will not be invited to future events.

4. Good sportsmanship and observance of Casper Recreation Center and other facility rules will be required. Please help take care of the facility where you are playing.
5. Gym Shoe Policy: Shoes worn in from the street are not allowed on the playing surface of the gymnasiums. Please carry your shoes into the facilities. Thank you for your cooperation.
6. PLAYER ELIGIBILITY: This is an adult tournament. **All players must be at least 15 years of age by Saturday, February 15th, 2025. Physical rosters will be provided to teams via team packet that should be filled out prior to beginning the tournament and submitted to the site supervisor or tournament staff.** No roster additions will be allowed after this time without permission from the Tournament Director. If there is a player/roster discrepancy at any juncture, please inform a tournament official ASAP so corrective action can be taken. Players will be required to show proof of age and identification, if the opposing team protests, to the referee prior to the end of the game.
7. Protests must be voiced to the referee and settled immediately upon occurrence. Judgment calls cannot be protested.
8. Tournament Schedule – Please note: The Tournament Director reserves the right to adjust/combine divisions at any stage of the tournament. Schedules are posted online. All teams should be prepared to play or officiate at 8:00 am. **All times on the schedule are merely estimates**; this tournament follows a rolling schedule. While playing in Sunday's bracket play, follow the chronological order of the numbered bracket noted with parenthesis (#). Also follow the time. When multiple courts are used, movement through the bracket progresses quite rapidly. All teams should be ready to take the court within **5 minutes** of the end of the **previous game** and ready to play within 10 minutes. Teams not ready to play within 10 minutes of the end of the previous game will be forfeited for that game.
9. Players may only play on one team and in one division. If a player is found to be playing on a different team, they will be asked to choose one team and stick with that. Possible forfeit of games may be considered.
10. **NO ALCOHOL OR TOBACCO** products may be in anyone's possession inside any of the tournament facilities. Any one who is found possessing alcohol or tobacco within any of our facilities will be grounds for expulsion from the tournament.

TIPS FOR CHOOSING YOUR TEAM'S DIVISION (This is **only a tool to help you** select appropriately):
It's helpful if teams play on a recreation league- **D1-5 Power/Semi-Power**, and **D6-10 Recreational**.

Power – Knowledge of the game, ability to implement offensive and defensive strategies (5-1, 6-2, etc). Teams have two or more hitters and a decent setter/s.

Semi-Power – Knowledge of the game, a somewhat effective setter and at least one fairly consistent hitter. Teams have an idea about offensive and defensive strategies but don't necessarily carry them out effectively consistently. Most players serve overhand.

Recreational – Teams don't know how to carry out game strategies or bump, set, spike consistently. No one on the team played college volleyball. No jump serves.

TOURNAMENT PLAYING RULES

National High School Federation Volleyball Rules for 2025-2026 shall govern play, insofar as, they do not conflict with the rules stated herein:

1. The net height shall be 7'11 5/8" as the facility allows.
2. Substitutions may be made during any dead ball period. A re-entering player must either return to the game for the person who substituted for him/her or rotate into the next available position of the same gender. Once a team establishes a substitution system (**guy sub for guy, girl sub for girl**) that team must keep that system throughout that game.
 - a. Serving order and positions on the court at the service shall be an alternation of male and female or vice versa when possible.
 - b. If both teams consent to alternate arrangement (male, male, female or female, female, male) then the alternative arrangement may be used. Please address this in the captains meeting at the net before the game begins.
3. Teams must be ready to play when the next game is over. Start times are only estimates. Any team arriving late for the game, regardless of the published start time, will forfeit 1 set after the warm up period and the entire game after 10 minutes past the warm up period. The same rule applies for teams scheduled to officiate. This rule does not apply to a team that is playing on another court and does not make it to the estimated start time because of playing in another game.
4. A team shall be comprised of six players, three men and three women or more women than men. If only five players are present, teams may play with 3 men and 2 women or more women than men. Teams may play with four players as long as at least two women are on the court. If playing with four players, at least one man must be on the court at all times. If there are five players on the court, at least 2 players must be men. In all cases, a woman must contact the ball if there is more than one hit on that side (see Rule #9).
5. If a player arrives late and a team is playing with less than 6 players, that player may enter the game on the first dead ball at any position on the court. If a team has 6 players present and an additional player arrives, that player may enter the current game following applicable rotation and substitution rules.
6. Any ball hitting an overhead obstruction (backboard, ceiling and support beams) shall remain in play providing the ball remains on your side of the net, your team has a hit remaining, and it does not occur on the serve.
8. Teams are allowed one time out per set - 60 seconds in length.
9. When the ball is contacted more than once by a team, a female player shall make one of the contacts. Contact of the ball during a block shall not constitute a hit. There is no requirement for a male player to contact the ball regardless of the number of contacts by a team. If a female does NOT make contact, the ball is declared dead, resulting in a side-out. (2 guys, guy-guy-girl rule).
10. When only one male player is on the front line at service, one male back line player may be forward of the attack line for the **purpose of blocking**. No female back line player may participate in a block.
11. The dividing net between courts #1 & #2 and courts #2 & #3 at the Rec Center is out of bounds and the ball will be declared dead if it touches the white dividing net. **Due to safety reasons, players are NOT ALLOWED to push the dividing net so another player can hit the ball. If this happens, the ball will be declared dead, resulting in a sideout.**
12. **Overhand jump serving is not allowed in the Recreational Division.**